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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/676,719	09/30/2003	Anthony Escalera	IGT1P086/P-557 CIP2	2951

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EXAMINER	
KARKHANIS, AASHISH	
ART UNIT	PAPER NUMBER
3714	

SHORTENED STATUTORY PERIOD OF RESPONSE	MAIL DATE	DELIVERY MODE
3 MONTHS	02/12/2007	PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

If NO period for reply is specified above, the maximum statutory period will apply and will expire 6 MONTHS from the mailing date of this communication.

Office Action Summary	Application No.	Applicant(s)	
	10/676,719	ESCALERA ET AL.	
	Examiner	Art Unit	
	Aashish Karkhanis	3714	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *30 September 2003*.

2a)☐ This action is **FINAL**. 2b)☒ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) *1-90* is/are pending in the application.

4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) *1-90* is/are rejected.

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☐ The specification is objected to by the Examiner.

10)☒ The drawing(s) filed on *30 September 2003* is/are: a)☒ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

a)☐ All b)☐ Some * c)☐ None of:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☒ Information Disclosure Statement(s) (PTO/SB/08) Paper No(s)/Mail Date *1/9,1/30,3/22,6/10/04*.
4) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .
5) ☐ Notice of Informal Patent Application
6) ☐ Other: _____.

DETAILED ACTION

Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

1. Claims 1 – 90 are rejected under 35 U.S.C. 103(a) as being unpatentable over Blank (U.S. Patent 5,469,536) in view of Marks et al. (U.S. Patent 5,755,621).

Regarding Claims 1, 51 – 52 and 75, Blank discloses a method of providing textual information for a machine that is operable to receive cash or indicia of credit (fig. 3a, elems. 208, 210) where the machine comprises a master gaming controller, a display device, a memory device and a 3-D graphical rendering system (fig. 2), the method comprising: generating a font texture comprising a plurality of characters drawn in a particular font style, said font texture comprising, one or more font parameters for defining global characteristics of the plurality of characteristics in the font texture, one or more character parameters for defining characteristics of each character, determining a text string comprising a plurality of characters (col. 35, lins. 38 – 46), determining a text page surface for guiding a placement of the plurality of characters in a 3-D gaming environment, for each character in the text string, sizing a 3-D object for the character using the font parameters and character parameters, mapping a texture of the character from the font texture to the 3-D object; placing each 3-D object on the text page surface

(fig. 4h, elem. 150; where text is placed on a Z=3 text page layer), applying one or more typesetting rules to the 3-D objects for improving a visual quality of the text string rendered from the 3-D objects; rendering the text string using the 3-D graphical rendering system (col. 35, lins. 38 – 46; where Microsoft TrueType Fonts render the text string). Blank does not disclose the use of three-dimensional text in a gaming machine. However, Marks teaches a gaming machine to wager on a game of chance and to output cash or indicia of credit as an award for the game of chance (col. 7, lins. 35 – 55) in order to combine attractive graphics and a gaming machine to increase user enjoyment and attract more customers to a gaming machine. Therefore, it would have been obvious to one of ordinary skill in the art at the time of the invention to have modified the three dimensional text device with payment acceptance of Blank with the gaming device using graphics of Marks in order to combine attractive graphics and a gaming machine to increase user enjoyment and attract more customers to a gaming machine.

Regarding Claims 2 – 7, 36, 39, 41 – 42, 76 and 80, Blank discloses a method wherein a text string comprising one or more alphanumeric characters is mapped to the 3-D text object, wherein the 3-D text object is configured to convey at least one of the alphanumeric characters in the text string (fig. 4h, elem. 150; where text is placed on a Z=3 3-D layer object), including mapping textures with patterns of alphanumeric characters to the 3-D text object to convey the textual information and modeling the 3-D text object in a shape of an alphanumeric character to convey the textual information, wherein the shape of the alphanumeric character is defined by a plurality of

parameterized curves, wherein the 3-D gaming environment comprises a plurality of 3-D text objects (col. 35, lins. 38 – 46; where Microsoft TrueType Fonts render the text string onto a three dimensional text page layer, forming three dimensional text elements embedded into a three dimensional text page).

Regarding Claims 8 – 15, Blank discloses a method including scaling the 3-D text object for conveying the textual information by a scaling factor, wherein the 3-D gaming environment comprises two or more 3-D text objects and wherein the gaming machine is operable to apply a different scale factor to each of the two or more 3-D text objects, wherein the scaling factor varies as a function of time, wherein the 3-D text object is scaled in less three of its dimensions, wherein the gaming machine is operable to apply a different scale factor to each of the three dimensions of the 3-D text object, wherein a plurality of 3-D text objects are scaled to fit to a bounding surface, wherein a shape of the bounding surface changes as a function of time, wherein the bounding surface is a planar surface (col. 47, lins. 65 – 67; col. 48, lins. 1 – 17; where object on different layers may be independently scaled and sized and may be changed as a function of user input over time).

Regarding Claim 16, Blank discloses a method wherein the 3-D text object is scaled (col. 47, lins. 65 – 67; col. 48, lins. 1 – 17; where object on different layers may be independently scaled), but does not disclose scaling using mip mapping. However, it would have been obvious to one of ordinary skill in the art at the time of the invention to have modified the generic text scaling of Blank with the specific and well known and

established method of scaling using mip mapping in order to speed mapping speed and load times, to provide a smoother experience for a user.

Regarding Claims 17 – 28, 61 – 66 and 69, Blank discloses a method including positioning each of the 3-D objects in the 3-D gaming environment, wherein the position of one or more of the 3-D objects changes as a function of time, wherein one or more of a shape of the text page surface, a position of the text page surface or an orientation of the text page surface changes as a function of time (col. 35, lins. 38 – 45; where text page manipulation functions include moving, scaling and rotating text to fit in a particular region), wherein a plurality of 3-D text objects are positioned along a straight line in the 3-D gaming environment, wherein a plurality of 3-D text objects are positioned along two or more parallel lines in the 3-D gaming environment, wherein a plurality of 3-D text objects are positioned along a 3-D curve in the 3-D gaming environment, guiding a placement of the 3-D text objects using a text page surface (fig. 4h, elem. 150; where a plurality of text objects are placed on a Z=3 text page layer along guide lines or straight curves), wherein a shape of the text page surface is a planar rectangle, two triangular polygons, wherein a shape of the text page surface is a planar multisided polygon, a 3-D surface, and is invisible, applying one or more of a static texture, an animated texture or combinations thereof to the text page surface (fig. 4h, elem. 150; where a three dimensional planar rectangular text page surface identical to two joined triangular polygons has invisible portions).

Regarding Claims 29 – 31, 67 – 68 and 70, Blank discloses a method including clipping a portion of a first 3-D text object that extends beyond a boundary defined by

the text page surface, scaling the 3-D text object to fit within boundaries defined by the text page surface, orientating an angular position of each of the 3-D text objects in the 3-D gaming environment (col. 35, lins. 38 – 45; where text manipulation functions include moving, scaling and rotating text to fit in a particular region).

Regarding Claims 32 – 34 and 79, Blank discloses a method wherein the angular position and shape of each the 3-D text objects vary as a function of time, wherein the angular positions of each the 3-D text objects are oriented so that one surface of the 3-D text objects is aligned with a slope or a normal of a curved line or a curved surface in the 3-D gaming environment (col. 35, lins. 38 – 45; where text manipulation functions include free rotation of text).

Regarding Claims 35, 59 and 86, Blank discloses a method wherein the textual information conveyed by the 3-D text objects is information from one or more of a game of chance, a bonus game, an advertisement, news, stock quotes, electronic mail, a web page, a message service, a locator service or a hotel/casino service, a movie, a musical selection, a casino promotion, a broadcast event, a maintenance operation, a player tracking service, a drink menu and a snack menu (fig. 4h; where producing a souvenir photo may be a casino promotion).

Regarding Claims 37 – 38 and 60, Blank discloses a method including applying one or more typesetting rules for improving a quality of the textual information rendered from the plurality of 3-D text objects representing the text string, wherein the typesetting rules are for one or more of i) adjusting a spacing between the characters, ii) adjusting color weights of the characters, iii) justifying the text string, iv) centering the characters,

v) adjusting dimensions of strokes defining the characters, vi) aligning the characters with a baseline, vii), positioning the text string to two or more lines, viii) adjusting the spacing between two or more lines of text, ix) adjusting the vertical or horizontal alignment of the characters, x) adjusting a relative size of each character, xi) adjusting pixels defining a text character and xii) and adjusting texels defining a text character (col. 35, lins. 38 – 45; where text manipulations may be used to improve text quality in a number of ways).

Regarding Claims 40, 58 and 78, Blank discloses a method including rendering the textual information in the 3-D gaming environment for one or more of i) a game outcome presentation for the game of chance, ii) a gaming maintenance operation, iii) an attract mode feature, iv) a promotional feature, v) casino information, vi) bonus game presentation and capturing the textual information on the one or more two-dimensional images (col. 9, lins. 55 – 58).

Regarding Claims 43 – 44, 54 and 83 – 85, Blank discloses a method of using three dimensional text, but does not disclose gaming. However, Marks teaches a gaming method wherein the game of chance is selected from the group consisting of a slot game, a keno game, a poker game, a pachinko game, a video black jack game, a bingo game, a baccarat game, a roulette game, a dice game and a card game and displaying a menu of games of chance available on the gaming machine; receiving one or more inputs signals containing information used to select one or more of games of chance listed on said menu (col. 3, lins. 25 – 35) wherein the multiple hands of the card game are between 1 hand of poker to 1000 hands of poker (col. 4, lins. 9 – 12) in order

to provide a wide range of gaming options to a player. Therefore, it would have been obvious to one of ordinary skill in the art at the time of the invention to have modified the three dimensional text displaying user device of Blank with the gaming device of Marks in order to provide a wide range of gaming options to a player.

Regarding Claims 45 – 46, Blank discloses a method including generating an surface texture in the 3-D environment (col. 46, lins. 11 – 21; where textures are mapped to three dimensional layers including three dimensional text), but does not disclose an animated texture. However, it would have been obvious to one of ordinary skill in the art at the time of the invention to have modified the static textures of Blank with animated textures that may be saved as movies in order to provide a more exciting and realistic three dimensional environment for a user.

Regarding Claim 47, Blank discloses a method including storing one or more of the rendered two-dimensional images to a memory device located on the gaming machine (col. 9, lins. 41 – 48), but does not disclose a game history. However, Marks teaches a gaming system wherein the stored two-dimensional images are used to provide a game history (col. 13, lins. 19 – 20), in order to provide a record of player activities. Therefore, it would have been obvious to one of ordinary skill in the art at the time of the invention to have modified the user kiosk of Blank with the network gaming system of Marks in order to provide additional services to a user, including a gaming platform which provides a record of player activities.

Regarding Claims 49, 55 – 57 and 88 – 90, Blank discloses a method including loading one or more font textures to a font library in the memory device on the gaming

machine, wherein the font library further comprises a plurality of font textures with the same font style and different font parameters or character parameters, wherein the font library further comprises a plurality of font textures with different font styles (col. 35, lins. 38 – 46; where Microsoft TrueType Fonts render the text string).

Regarding Claims 50 and 53, Blank discloses a 3-D graphical system (col. 46, lins. 11 – 21; where textures are mapped to three dimensional layers including three dimensional text), but does not disclose a method wherein the 3-D graphical rendering system is compatible with OpenGL. However, it would have been obvious to one of ordinary skill in the art at the time of the invention to have modified the 3-D rendering system using generic methods with a specific rendering method using OpenGL in order to provide a uniform, standards based 3-D rendering platform.

Regarding Claims 71 and 74, Blank discloses a method including calculating texture coordinates for each of the 3-D objects and mapping a first character from the font texture using the texture coordinates to a first 3-D object (col. 46, lins. 11 – 21; where textures are mapped to three dimensional layers including three dimensional text).

Regarding Claim 72, Blank discloses a method wherein the font parameters are one or more of a font name, a font style, a font typeface, a font weight, a font baseline, a font ascent, a font descent, a font slant, a font maximum height, a font maximum width and a number of characters in the font texture, and wherein the character parameters are one or more of a character height, a character width, a character ascent, a character descent, a character origin, character information for indicating where to place

an adjacent character, a character shape or character location coordinates for locating the character in the font texture (col. 35, lins. 38 – 45; where text manipulations may be used to improve text quality in a number of ways).

Regarding Claim 77, Blank discloses a gaming machine including game logic designed or configured for rendering textual information from a gaming machine maintenance operation in the 3-D gaming environment using a plurality of the 3-D text objects and to capture the gaming machine maintenance operation on the one or more two-dimensional images (4ig. 4h; where a composite two dimensional image is created from three dimensional images).

Regarding Claim 81, Blank discloses a machine for a user to submit payments and receive services, but does not disclose a network gaming machine. However, Marks teaches a gaming machine including a network interface board designed or configured to allow the master gaming controller to communicate rendered textual information to a remote display device, wherein the master gaming controller communicates with the remote display device via at least one of a local area network, a wide area network and the Internet (col. 1, lins. 15 – 16), in order to provide a gaming platform which supports a large number of players. Therefore, it would have been obvious to one of ordinary skill in the art at the time of the invention to have modified the user kiosk of Blank with the network gaming system of Marks in order to provide additional services to a user, including a gaming platform which supports a large number of players.

Regarding Claim 87, Blank discloses a machine including a video card (col. 29, lins. 44 – 49), but does not disclose a multi-headed video card. However, it would have been obvious to one of ordinary skill in the art at the time of the invention to have modified the device with generic video card of Blank with a specific multi-headed video card in order to increase speed and performance of graphics processing operations.

Conclusion

The prior art made of record and not relied upon is considered pertinent to applicant's disclosure.

U.S. Patent 5,805,783: 3D Fonts and 3D Font typesetting.

U.S. Patent 5,956,038: 3D network environment.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Aashish Karkhanis whose telephone number is (571) 272-2774. The examiner can normally be reached on 0800-1630 M-F.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Robert Olszewski can be reached on (571) 272-6788. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

ARK

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